WARP WARP

GAME ORIGINATED BY NAMCO

ROCK-OLA MFG. CORP.

From Rock-Ola®

THE CHALLENGE OF TWO WORLDS

Destroy enemy monsters in two worlds before they destroy you

BOBO HOPPER OCTO SNAPPER

SPACE WORLD

When Warp Zone is flashing, fighter can move into Maze World

You control this fighter and attack enemy monsters

Enemy monster Attack him before he destroys you Get 3 monsters of the same color in a row ... then score big by destroying the mystery monster that appears

Remaining reserve fighters

Flag representing number of the "Monster Regiment" up, and level of game progression

Remaining reserve monsters.

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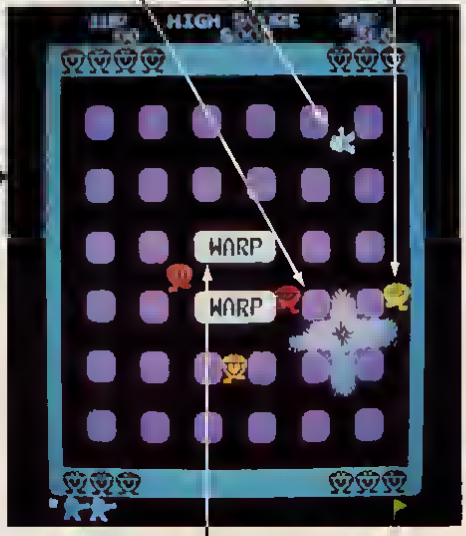
MAZE WORLD

Monster is destroyed by exploding time-delay bomb. Delay is set by how long bomb button is held Destroy as many monsters as you can with one bomb for bonus points

Fighter armed with time bombs. You set the delays

Watch out for lurking monster



Fighter can move out of Maze World by entering flashing Warp Zone

EXTENDED PLAY

Win bonus fighters at levels of 8,000, 30,000, 60,000 points, etc Game becomes more difficult as each regiment of monsters is destroyed, offering a great challenge to players of every skill level, from beginners to the most expert.

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Game Originated by Namco
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Jamestown City Distributors, Inc.
N. Y.

ROCK-OLA®

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SPECIFICATIONS

Electrical AC100/120/220/240V
50/60 HZ 105 W

UPRIGHT MODEL

	Uncrated	Crated
Weight	248 lbs (112 kg)	278 lbs (126 kg)
Height	67 in (170 cm)	70 in (178 cm)
Depth	29¾ in (76 cm)	33 in (84 cm)
Width	24 in (61 cm)	28 in (71 cm)

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